

## ABSTRACT OF THE DISCLOSURE

A timeline-based approach for selecting and manipulating audio tracks is presented. This is accomplished via a graphical user interface that provides users with a series of visual cues and enhancements when selecting a particular area of an audio track depicted within the interface. These visual cues are rendered as a display region having multiple other display areas, components or interface components that provide the user with a location for initiating actions upon the file. User input provided to the timeline component generates a selection overlay that indicates a selected area of the audio file. The user can perform numerous actions with that audio file, such as copying and pasting. The user can do this more quickly and efficiently because the user is not required to switch tools. Everything is accomplished "modelessly." Multiple instances of the selection overlay applied, for example, across multiple audio tracks may achieve even more powerful results.